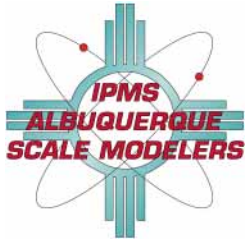


ALBUQUERQUE SCALE MODELERS



<http://abqscalemodelers.com>

September 2019

2019 New Mexico State Fair Report JOSH PALS

The entry dates for the New Mexico State Fair were pushed up several weeks and the days were changed from the Friday and Saturday to a Monday and Tuesday. The display cases were short of the glass shelves, which caused Frank Randall to use his charm in acquiring additional shelves from other areas that didn't need them. Many entrants, even those from other areas, were not too happy with the change in entry dates and that the entrance had been moved to the opposite side of the building.

Despite the change, our entry numbers weren't too far off from previous years. We had a total of 73 entries, not counting the club display, which is lower than 83 from last year. Youth and Senior

Youth were down with 3 entries in Youth from 3 entrants and 2 in Senior Youth from 2 entrants. The Adult section was down from 32 entries last year to 26 entries from 16 entrants and the Professional section had a slight increase from last year's total of 40 entries to 42 entries from 12 entrants.



Since judging won't be until after the deadline for the newsletter, I will share the results at the September club meeting and Mike Blohm will post the results on the [ASM Website](#). I would like to person-

August Meeting highlights, left to right: members milling about before the meeting, Bob Henderson gives a presentation on WWI airplane rigging, and the business meeting in progress.



ally thank all those who entered their models and loaned models for our display. I would also like to thank everyone who came to help with the entries. A special shout out to Mike Blohm for organizing the display this year.

CORRECTION!

JOE WALTERS

Last issue, I mentioned the Region 10 rule requiring a newsletter editor to be an IPMS member in order to be eligible for the Newsletter of the Year Award. I then received a kind note from Region Coordinator Mike Mackowski on the subject:

I was looking at your latest newsletter and would like to point out that I did not make the rule that IPMS regional award winners (webmasters, newsletter editors) are required to be national IPMS members. That is a rule from the national office.

My apologies to Mr. Mackowski for my erroneous interpretation of this, and my thanks for the kind note and clarification!

I will, of course, continue to be ineligible for this award, but now I know it's IPMS's fault.

Year 2019 Contest Quick Reference Chart

Titles in **blue** indicate contests for points

- 04 Jan** **SPECIAL CONTEST #1:**
SCI-FI/SCIENCE/REAL SPACE/FANTASY
Sponsored Contest: "Frickin' Laser Beams" (Patrick Dick)
- 01 Feb** **ASM Swap Meet**—no contest
- 01 Mar** **Open Contest**—Any kit/subject/scale
- 05 Apr** **SPECIAL CONTEST #2: PRESIDENT'S CHOICE: FABULOUS FIFTIES**
- 03 May** **Automotive**—Any kit/subject/scale
- 07 Jun** **SPECIAL CONTEST #3: D-DAY 75TH ANNIVERSARY**
- 12 Jul** **Man in Space**—Any proposed/realspace crewed subject
Sponsored Contest: "Best Supersonic" (Patrick Dick)
- 02 Aug** **SPECIAL CONTEST #4: BEGINNING OF WWII 80TH ANNIVERSARY**
- 06 Sep** **ASM Swap Meet**—no contest
- 04 Oct** **Enter the Dragon**—Any DML/Dragon/Cyberhobby kit
- 01 Nov** **Open Contest**—Any kit/subject/scale
- 06 Dec** **SPECIAL CONTEST #5: BATTLE OF THE BULGE 75TH ANNIVERSARY**
Plus Model of the Year competition!

Master

Scott Jaworski	1145
John Tate	745
Chuck Hermann	439
Ken Liotta	312
Glenn Bingham	250
Josh Pals	250
Casey Rupley	225
Mike Blohm	222
Steve Brodeur	185
Frank Randall	164
David Epstein	150
Patrick Dick	77
Tony Humphries	25

Larry Glenn	8
Steve Miller	2
James Strickland	2

Intermediate

Bob Henderson	1020
Jim Medina	839
Ken Piniak	698
Don Smith	335
Rob Whitlock	227
David DeYoung	175
Mark Vaughn	110
Jack Garriss	50
Charles Petrilli	25
David Haskins	4

Logan Carbin	2
Steve Miller	2

Basic

Jeannie Garriss	495
Stephen Stearns	454
John Wyer	335
Aaron Schmiedke	300

Junior

Alexander Tate	795
--------------------------	-----

2019 MODELER OF THE YEAR POINTS

As of 08 Aug 19

Includes many corrections from last month, which resulted from the sudden Contest Director transition. This is officially up to date!

CONTACT INFO

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Secretary/Treasurer:
Contest Director:
Members Pro-Tem:

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ASM members are encouraged to submit articles, reviews and other items as appropriate. Contact editor Joe Walters for details and specs. Submission deadline for each issue is the 20th of the preceding month.

BONUS PAGES!

AUGUST CONTEST WINNERS

From the “1939—80th Anniversary of the Beginning of World War II” Special Contest. Top to bottom: John Tate’s Soviet BA-6 Armored Car (Masters); John Wyer’s B-17B Flying Fortress (Basic); and Bob Henderson’s Panzer 38(t) (Intermediate).



BONUS PAGES!

Photos of the display cases from this year's ASM display at the New Mexico State Fair. Photos by Mike Blohm.





BONUS PAGES!

ASM MODEL DISPLAY AT 2019 AIR FORCE BALL

MIKE BLOHM

ASM is putting on a model display at the 2019 Air Force Ball, which is on Saturday, September 21, at Kirtland AFB. The theme of this year's event is "Remembering D-Day" so our display is going to be both "History of the USAF" and "D-Day." For the USAF history part, we are looking for any USAF subjects from 1947 through 2019, including aircraft, helicopters, missiles, vehicles, figures, and dioramas. We would like to use a lot of the same models again that were used in the 2018 display. I have a list of those models, and will be asking those folks to consider loaning them again. If you did not participate last year but have some models that you would like to contribute, please let me know what you have (blohmm@aol.com).



For the D-Day part we are looking for models of both Allied and Axis subjects that were in service and involved in D-Day, including aircraft, armor, vehicles, ships, figures, and dioramas. The models do not have to be in the markings of units that were involved. If they are representative of the types and schemes



of the subjects that were there, then that will work. We do not want to rule out any armor or aircraft ostensibly from the Eastern Front that would also be appropriate for 1944, since camouflage and marking schemes were often the same or similar on both fronts—plus some units moved between the two fronts as well. Some schemes, such as Winter Whitewash, clearly would not be appropriate for D-Day. If you have anything that you think might be applicable, please let me know and we can look at this on a case by case basis. We are including subjects that were there in the months following D-Day as well, not just those from June 6th. Please let me know what you would like to contribute to the display.



We will have four banquet-size tables for the display. We will size the USAF part based upon how many D-Day models we can put on the tables. We will need four ASM members to do the set-up and man the tables. Please let me know if you would like to participate in that. Dress will be coat and tie. Models can be bought to Hobby Proz the week prior to Saturday, September 21. Please bring them in a sturdy plastic tub or travel box with your name on it and include a list of your models on a piece of paper. They will be returned to Hobby Proz that next week. Please let me know what you are bringing so that I can make up cards for all the models. Include the type, unit name, dates, etc., especially for the D-Day models. We will discuss the display at the September 6 ASM meeting. A few pictures of the 2018 display are included with this article.



BONUS PAGES! • KIT REVIEW

DRAGON'S APOLLO 11 "LUNAR APPROACH"

MIKE BLOHM

CSM "Columbia" + LM "Eagle"



This review is on the Dragon $\frac{1}{72}$ -scale kit Apollo 11 "Lunar Approach" (11001) that depicts the Command Service Module (CSM) "Columbia" and the stowed Lunar Module (LM) "Eagle" connected and enroute to the Moon. This model was constructed to be part of the ASM model display that supported the 50th Anniversary of the Apollo 11 Moon Landing event at the National Museum of Nuclear Science and History here in Albuquerque. We had sixteen models in that display, including the LM "Eagle" in $\frac{1}{48}$ scale and a Lunar Roving Vehicle in $\frac{1}{32}$ scale, but we did not have a model of the CSM "Columbia." This

"Lunar Approach" kit would fill that missing element. The big challenge was to get it done in time for the all-day event at the museum on July 20, the anniversary date. The build started on Saturday, July 13, which was three days prior to the Apollo 11 launch, fifty years ago. My "race to the Moon" was to get the model done and on display at the museum before Apollo 11 got to the Moon. The completion target date was Thursday, July 18. This review includes a kit overview and sections on model assembly, model painting, decaling, and the final assembly.

Kit Overview. The model comes in a large box and has 11 different sprues consisting of 165 parts, many of which go unused. There is a similar Dragon kit "Apollo 11—Lunar Landing" (11002) that depicts the LM sitting on the Moon while the CSM soars above, so it looks like a lot of the parts in the Lunar Approach kit box are for that other "on the Moon" kit. And that leads to a lot of confusion in trying to build this model. Overall, this is a great model and it has a lot of clever engineering on where the sprue attachment points are and how the parts fit together to eliminate the chances for gaps.



However, this great kit is totally let down by very inadequate instructions. It should have been a booklet of steps showing how the parts should fit together and be painted. Instead, it is a single sheet of paper that folds into four sections—one and a half cover the CSM and one and a half cover the LM (see pictures). The fourth section shows the layout of the parts on the sprues. It took a lot of dry fitting and looking at pictures of the real articles to figure out where the parts should go, what angle they should be at, etc. Of

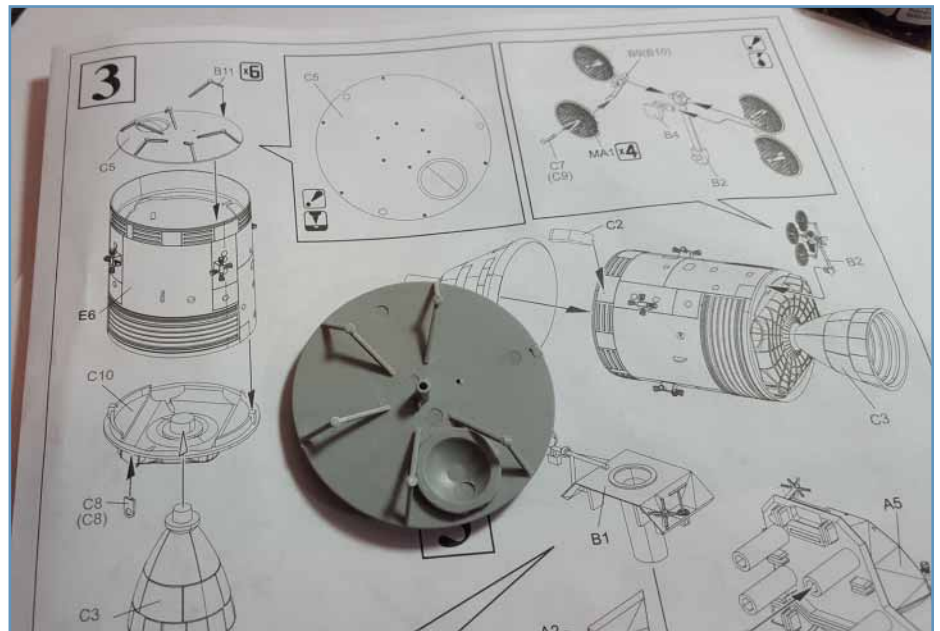
note, there are no pictures of what the real LM looked like when it was stowed and attached to the CSM on the way to the Moon (think about it).

Additionally, some of the diagrams on the instructions are incorrect or missing steps, such as attaching the folded parts of the legs and the lower parts of the legs with the landing pads. They leave out that one of these lower legs should have the ladder attached (where Neil Armstrong climbed out of the LM)—they instead depict four legs and no ladder. Remember all those extra parts? Yes, there are four legs without a ladder. So after dutifully following the instructions and being at a later step, I realize “hey, there’s supposed to be ladder on one of these.” So I had to go back and figure out which one needed the ladder. And the ladder is actually part of one of the other lower legs, and not something you glue onto the legs. Since I had super-glued it originally, I had a fun time disassembling one of the leg combos. And since I was racing the clock, this was not an appreciated side-track.



Above left: Capsule assembled (vertical post is for connection to LM). Above right: SM build in progress. Note inner support rings. Below: Top bulkhead of SM. Note support struts and vertical mounting pole that presented problem with capsule attachment to SM.

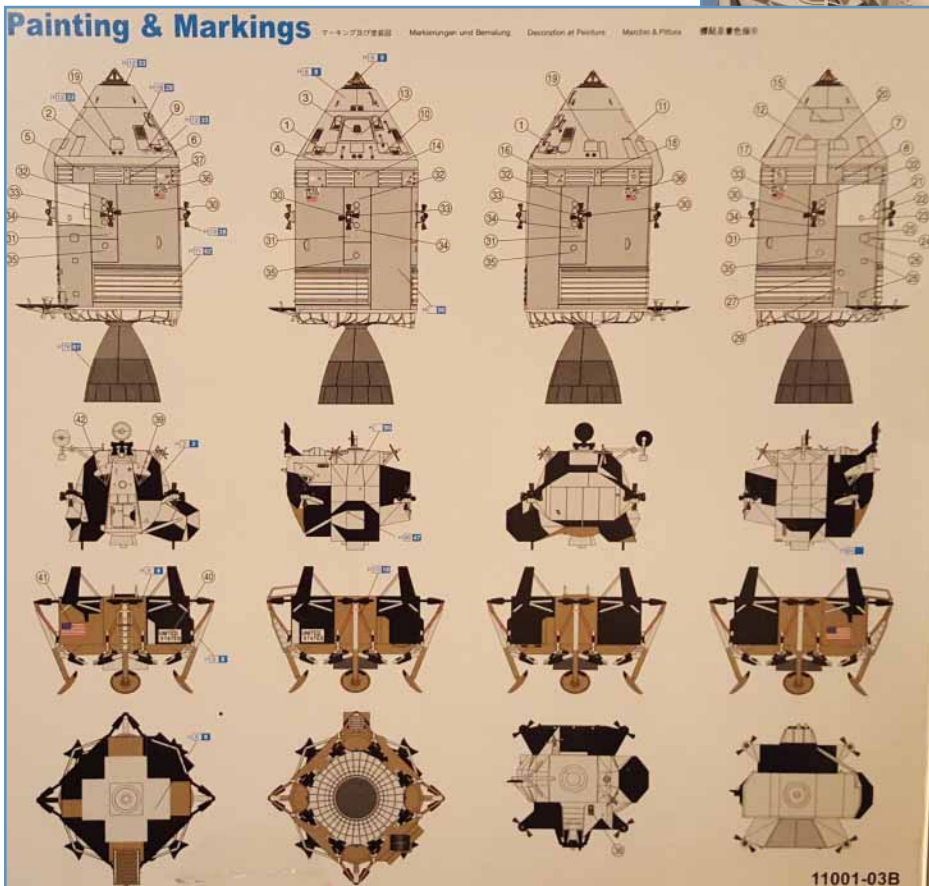
Model Assembly. Most of the parts are attached to the sprues so that they can be easily cut off and needed minimal sanding to smooth out. Some exceptions were the grip handles that attached onto the outside of the CSM. They also needed to fit into tiny holes at an angle on the capsule, and those took a lot of work. The Service Module (SM) parts did not fit together well. I wrote their part numbers on the inside of the pieces with a marker so that I could keep track of them as I glued them together. How they should attach to two inner support





CSM parts during assembly.

rings is a bit nebulous in the instructions, so you have to sort out which should be glued first and what goes next. I did use some gap-filling super glue and rubber bands to keep the pressure on and hold it all together. Step 3 on the instructions includes installing six struts onto the top bulkhead of the SM where the capsule will fit, apparently to cushion it when it is installed. More on this later (foreshadowing...). The multitude of thruster units come with two nozzles installed and two to be glued onto the unit. I painted them but left them off until near the end of the build. It looked easier to first glue the units in place, and then glue the loose nozzles on, which turned out to be the best way to do it. The SM's rocket engine nozzle was left off until the very end as well.



Above: Bottom of box with painting and decal instructions. Left: Close-up of the instructions, which should have taken up the entire box bottom or been included in an instruction booklet.



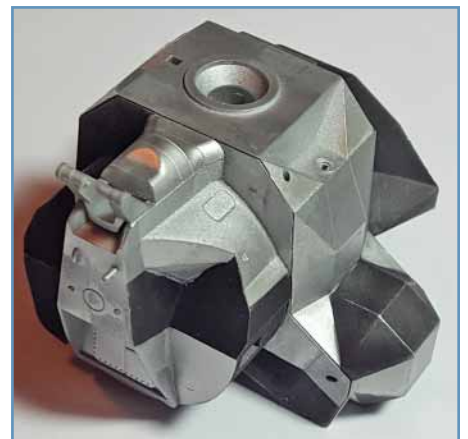
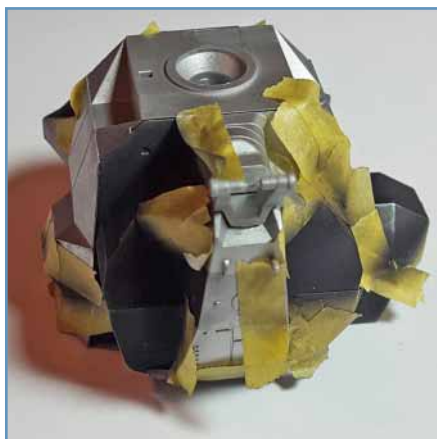
Painting and masking the white and aluminum sections on the SM.

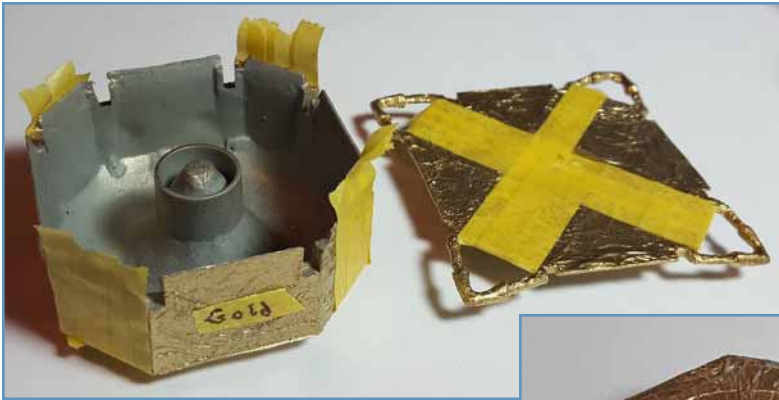
The LM is a pretty straightforward build. The top section was built first followed by the lower section. These were kept separate until the very end. The gold-colored parts of the LM's lower section were painted



Above: Painting the gold parts while still on the LM sprues.

Below: Masking and painting the aluminum and black sections on the upper LM section.





Masking and painting the black over the gold on the lower LM section.



while they were still attached to the sprues. More on that below. I left off all the antennas and thrusters until the end of the LM build. The LM legs are molded as simulated gold foil. This looks great when painted, but the connection points for the parts (flat areas for gluing) are not prominent and getting things attached was difficult. I used a lot of super glue in these areas. Luckily most of the attachment points are obscured behind the legs. I already mentioned the problem with the “missing ladder.” The LM has two rocket engine nozzles. The top nozzle was no problem. For the bottom engine, the connection (peg) part at the top of the nozzle did not fit into the slot provided, and I had to cut off part of it and do some workarounds with super-glue to get it into place. With the completion of the capsule and SM and the two sections of the LM, I was ready to start the painting.

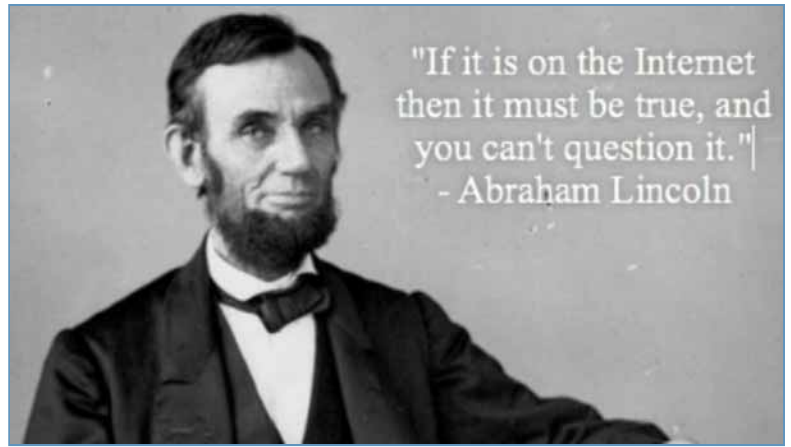
Model Painting. Painting the kit was a challenge for several reasons. The non-existent instruction book should have covered the paint scheme in detail. What you do have is sixteen diagrams on the bottom of the box (see picture). These are not bad, but they need to be about five times bigger. The paint scheme is the four sides of the CSM (in 90-degree sections), left to right as if you would spin it. The LM is eight similar diagrams of the upper and lower sections in the 90-degree sections. Lastly, there are two diagrams of the LM’s top section and two diagrams of the LM’s lower section, looking straight down from above and straight up from below. So your challenge includes keeping your spins all lined up as you paint the CSM and LM. I again used a lot of pictures of the real articles to cross-check the paint scheme. Be aware that the LMs on the Lunar missions were not all painted the same. And don’t necessarily believe the captions on the pictures. For example, I found one ti-



Painted CSM and LM parts ready for assembly.
Folding legs not yet attached.

tled “the Apollo11 LM” and noticed there was a Lunar Roving Vehicle parked next to it. Those were used on Apollo 15, 16, and 17. So beware; however, it was on the internet, so it must be true.

Here is a listing of the colors that I used and the painting sequence. Airbrush painting was used except where noted. The capsule was painted Model Master (MM) Aluminum Plate—Buffing Metalizer. Sections of the SM were painted first with MM RLM 21 White. Those were taped off with Tamiya Tape and the rest



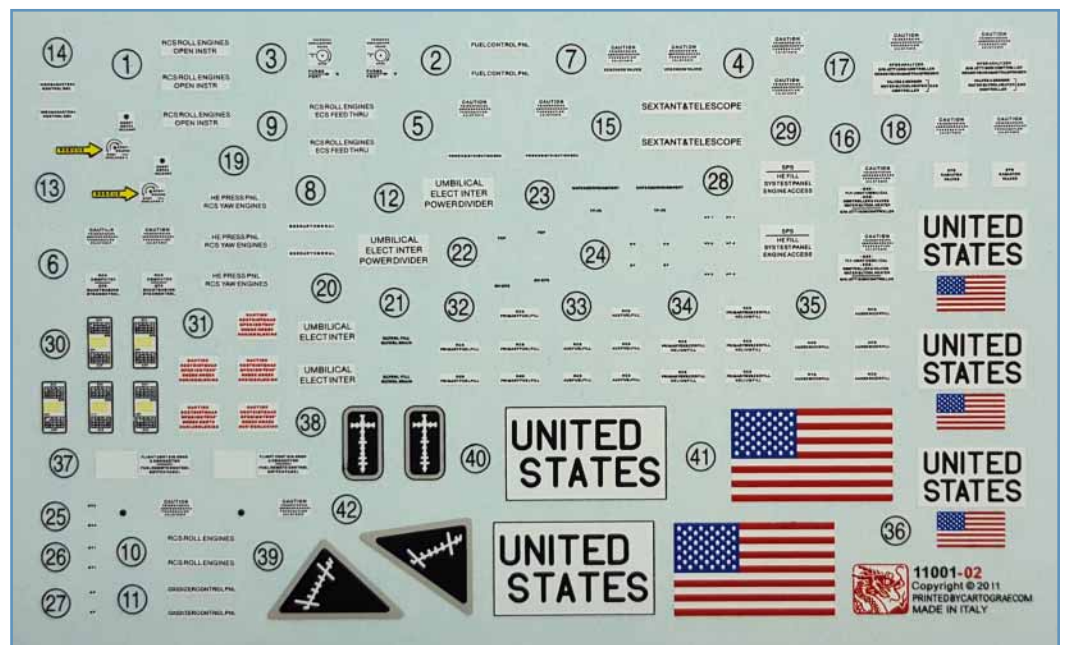
of the SM was then painted with the MM Aluminum Plate—Buffing Metalizer. The raised middle section of the SM’s bottom was painted MM Magnesium. For the outside of the SM engine nozzle, the top half was MM Titanium Buffing Metalizer, with the lower half MM Exhaust Buffing Metalizer. The entire inside of the nozzle was painted MM Burnt Metal, as that had been fired to get them headed to the Moon.

Before assembly of the lower section of the LM, the gold-colored parts had been sprayed with Tamiya Gold from the spray can while they were still on the sprue. I found it easy to touch up the gold where it was “crinkled foil.” The areas that remained gold were taped off and MM Flat Black was painted over the rest of it. References need to be checked closely for this. The gold and black are not alternating colors around the sides. I had to stick a piece of tape with “Gold” written on it for one side to make sure that I did not screw that up.

For the top half of the LM, I debated about which color to paint first, the MM Aluminum Plate—Buffing Metalizer or the MM Flat Black, as taping would be involved. I elected to do the aluminum first and tape those edges before the black was applied. It was a back and forth re-spray due to some overspray and marring of the aluminum from handling it. The slightly rubbed edges on the black areas revealed aluminum underneath, which looked good. The two engine nozzles of the LM were both painted MM Exhaust Buffing Metalizer inside and out, as they had not yet been fired. After all the CSM and LM sections were painted, the thrusters and the antenna were attached.

Decaling. The sixteen diagrams on the bottom of the box also double as the decal instructions. Again, much too small for easy use, and some of the decal numbers are incorrect as to what is on the decal sheet.

Looking at the sheet was disheartening at first due to the sheer number of decals, but it turned out that a lot were “spares” and were not used. There were some very tiny “one word” decals for the CSM that I left off, as trying to put them on was marring the finish. I had to use a magnifying glass to determine if some were oriented correctly. The small pictures on the box were not much help there—it showed where they went, but not how they should be placed.



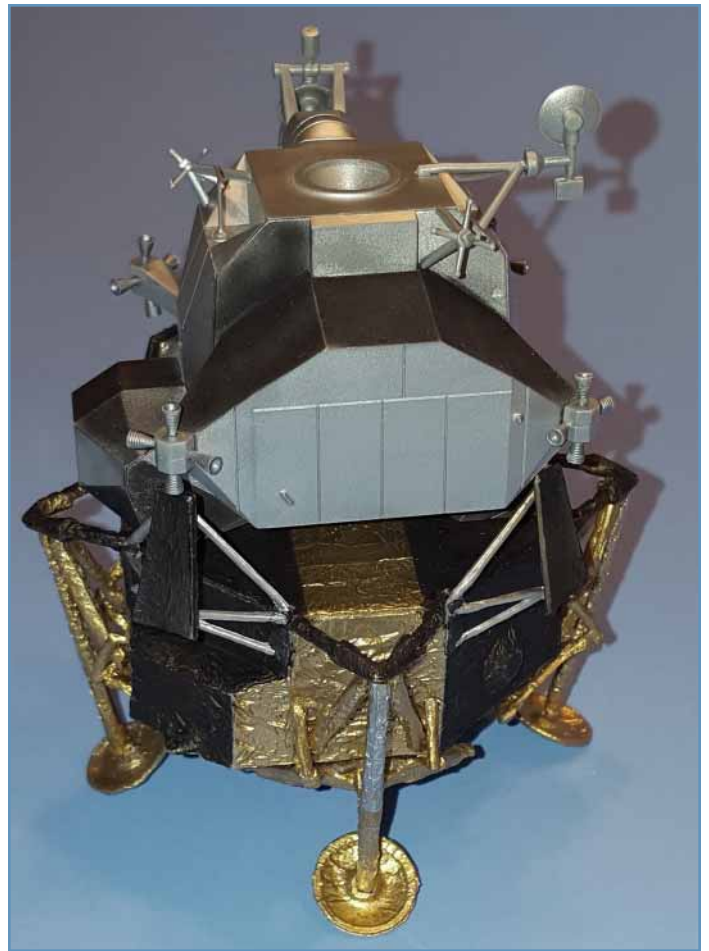


Decaled CSM and LM sections.
LM legs now attached.



Final Assembly. With all the separate parts completed it was time to hook them all together. The first problem encountered here was attaching the capsule to the top of the SM. Remember that foreshadowing? The capsule is mounted onto a post sticking vertically out of the SM's upper bulkhead. This is not shown in the instructions. However, when this is done the outer edge

of capsule did not seat flush against the top of the SM. Part of the problem was those six struts sticking up, preventing it from pressing down far enough. I bent those over and out of the way, but the capsule edge was still a bit too high and not flush with the SM. I ended up shaving a bit off that vertical post and then using super glue around the lip of the SM to hold the capsule securely in place. If I build this kit again, I would leave all those struts off completely and shave off the two small support pieces that are around the base of that vertical post. Those seemed to prevent the capsule from seating at the proper height. All this screwing around with mounting the capsule marred the finish a bit, so more re-painting was required. The next step was securing the CSM to the display base. The base is made up of a flat horizontal lower section and a vertical arm that are screwed together. There is a plug that is supposed to be inserted into the side of the CSM that the vertical arm of the base is supposed to slide over. This is another problem area of the instructions, in that it does not mention opening a hole for the plug before the SM is put together. I did locate that spot and used an X-Acto blade to open it. How to insert the plug through the hole in the vertical arm and into the SM is also nebulous—which way it goes—and I screwed that up, and while attempting to remedy that the plug fell apart. At that point I went to basic engineering and found a wood screw that fit through the hole in the vertical arm and screwed it into the SM. That worked just fine. When I connected the assembled LM onto the rod protruding from the tip of the CSM, I discovered that the model was front heavy and the base was very likely to tip over. So I used modeling clay and a lot of fish sinker weights at the back end of the base to balance it out. I printed out a small Apollo 11 mission patch and stuck that onto the horizontal part of the base. The last item added was the photoetched antenna array (four circular dishes) that attaches to the aft end of the CSM. The problems encountered with attaching the capsule and the base resulted in a slight slip of the completion date.



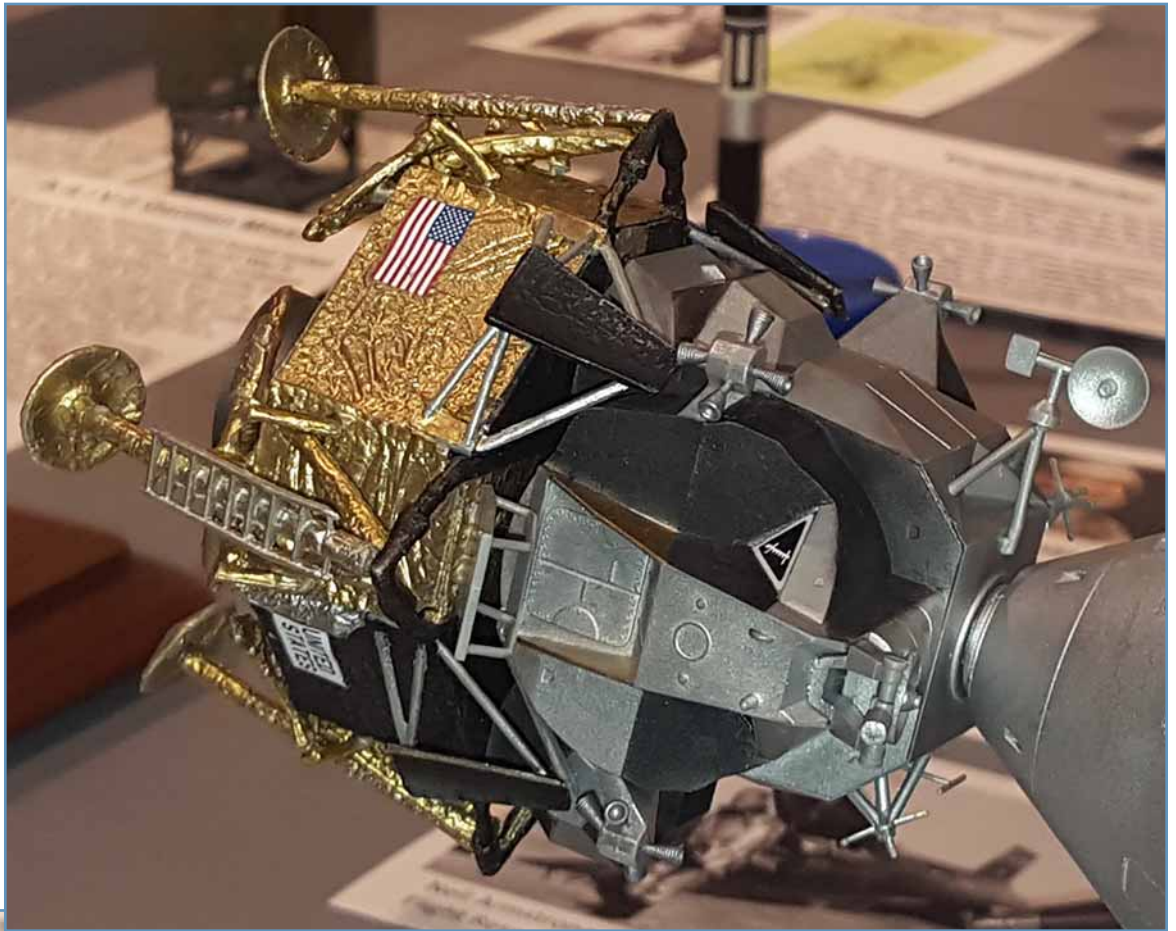
Front and back of completed LM.

In summary, this is a great looking model when it is finally completed, but it has its challenges along the way. The big failing is the very inadequate instructions. A better detailed set would have made this a much easier build. I had wanted to get an Apollo 11 model built for the 50th anniversary of the first lunar landing,

Right and following:
Pictures of the completed model on display at the National Museum of Nuclear Science and History, and ASM's Apollo 11 50th Anniversary model display at the museum.



and getting it completed for the ASM model display at the National Museum of Nuclear Science and History was a very good reason to get it done. I did get it there the morning of July 19, before the Apollo 11 crew entered lunar orbit 50 years ago, so I did win that race. And yes, I would build another of these kits. The next one will be that “on the Moon” version, which looks to be reissued by Dragon in the near future. An article on the ASM Apollo 11 Anniversary Model Display can be found on the ASM Website (<https://tinyurl.com/asm1909a>).



North
Hypersonic Rocket-Powered
Research Aircraft Flight
Neil Armstrong on 7 Mission
1/72 Scale Model
By Frank Randall
Maquette Scale Modelers

BONUS PAGES! • KIT BUILD

KEN PINIAK

Title

Here are a couple photos for the newsletter. This is a Revell Deal's Wheels/Funster "Trans Um" kit bashed with an MPC 1/32 Trans Am to create a caricature of the car from the movie *Smokey and the Bandit*.



BONUS PAGES! • FIELD TRIP!

LLOYD POWELL

I went out to the Commemorative Air Force open house on August 10 at the Moriarty Municipal Airport. Worth the trip. Here are a few photos.



Above: Beachcraft Trainer. Below: CAF Moriarity History.





FAIRCHILD M62 SERIES PT-26A "CORNELL"

A 12 YEAR TOTAL RESTORATION EFFORT
BY THE C.A.F. ALBUQUERQUE LOBO WING.
COMPLETED SEPTEMBER 10, 1998

TYPE: SINGLE ENGINE, LAND BASED, PRIMARY TRAINER USED ALL OVER THE WORLD DURING WWII. LESS THAN 100 FLYING EXAMPLES REMAIN.

ORIGIN: BUILT UNDER FAIRCHILD LICENSE BY FLEET AIRCRAFT LTD (CANADA) 12-5-1942. THIS EXAMPLE, #10520 IS PRODUCTION # 20 OF 1, 902 MANUFACTURED IN CANADA AND IS RECOGNIZED AS THE OLDEST FLYING PT-26 IN THE WORLD. (7,250 WERE ALSO BUILT IN THE USA AS PT-19 & PT-23.)

ENGINE: 200HP@2450RPM 6 CYLINDER "RANGER" L-440
WEIGHT: EMPTY 2,046LB., MAXIMUM 2746 LB.

FUEL: 49 GAL (24 1/2 PER WING), 9.8 GAL/HR@60% POWER

PERFORMANCE: MAX LEVEL 125 MPH. CRUISE 110 MPH.
RANGE 430 MILES. RATE OF CLIMB 750 FPM. CEILING 13,500
COMFORT: "WORKINGMAN CLASS" ACCOMMODATIONS FOR TWO



Below: the author's T-bird posing with the PT-26A.





Left: Radial Engine.
Below: Engine ready to mount.





BONUS PAGES!

LYNX DEMONSTRATOR

ROLF NITSCHÉ

During my last trip to Germany in August 2019, I came across this Lynx Infantry Fighting Vehicle KF41 Demonstrator at a rest station at the Autobahn. Per a short internet research, this is an export model of a new Infantry Fighting Vehicle from Rheinmetall. The KF41 has a crew of three and can carry up to eight soldiers. It weighs about 44 metric tons, has a motor of 1140 PS (850 kW) and can drive up to 70 km/h (43 mph). Beside a gun of 30 or 35mm, it has a 7.62mm machine gun.

Rheinmetall is still looking for potential customers.









BONUS PAGES!

STAR TREK LAS VEGAS 2019

JOE WALTERS

Back in late July thru early August, my wife Linda and I made our annual pilgrimage to Las Vegas, Nevada, to attend the world's largest Star Trek convention.

We had a great time! This was a five-day event, stretching from Wednesday thru Sunday. There were over 120 celebrity guests present, many activities, concerts, parties, presentations, stuff to buy, costumes to see, and much much more. As this is a model club newsletter, I'll try to emphasize that aspect of the show.

There are no model-related activities at this show, but there are many things of *interest* to modelers, along with model-related stuff to buy in the vast Dealer Room!

Costumes are always a huge part of this show, and there were many many various examples to see at this convention. A few examples follow!



I don't know what this is, but I want one! This was on display near the convention entrance for the entire convention, and appears to be a modified golf cart.



Left: This Red Angel costume from *Star Trek Discovery* didn't win Best of Show at the Costume Competition, but it should have! The "wings" opened from a folded position after she came thru the doors.

Right: Two more *Discovery* uniforms.



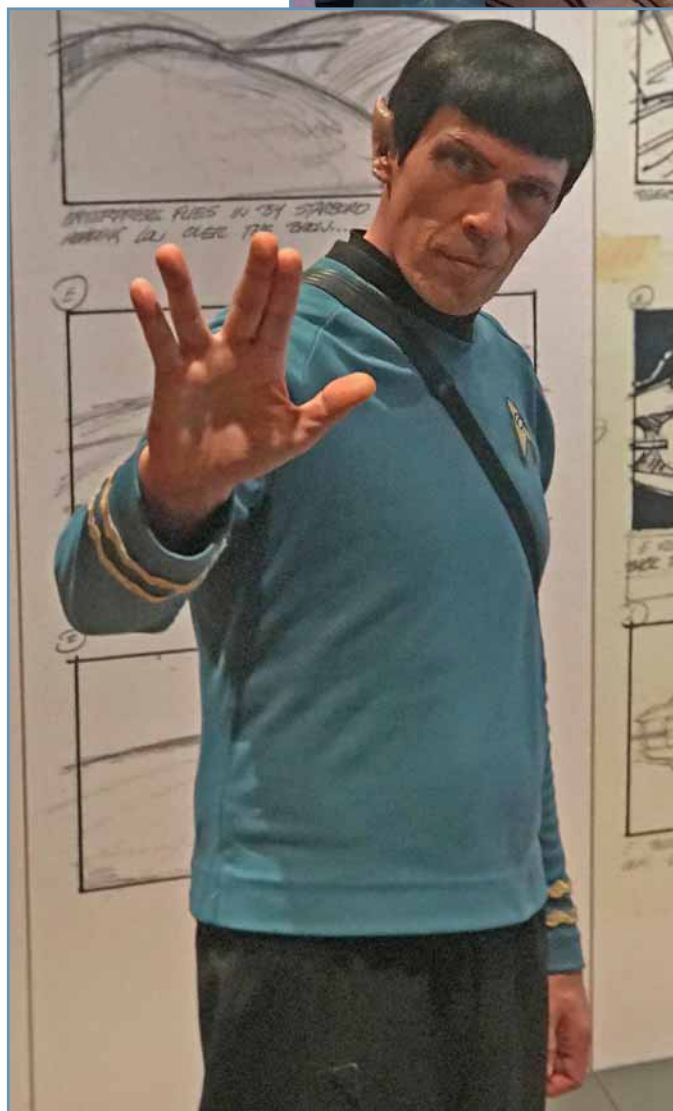


Left: This guy walked into the snack bar/concession area, and got everyone's attention. Excellent juxtaposition!

Right: Droxine and a Trog.

Lower Left: No idea. Really. No idea.

Below Right: This guy is several inches taller than me (I'm 6'2") and really looks the part. He always shows up at these things dressed as Spock in one uniform or another.





Left: Looking a bit green... head-to-toe body paint. That's commitment!

Right: These guys were clearly at the wrong convention. Perhaps they dropped in for a three-hour tour.

Bottom left: A noteworthy *Star Trek Discovery* uniform variant. I'm sorry I couldn't get the other side, but getting caught taking *that* photo would have meant a black eye or two for me.

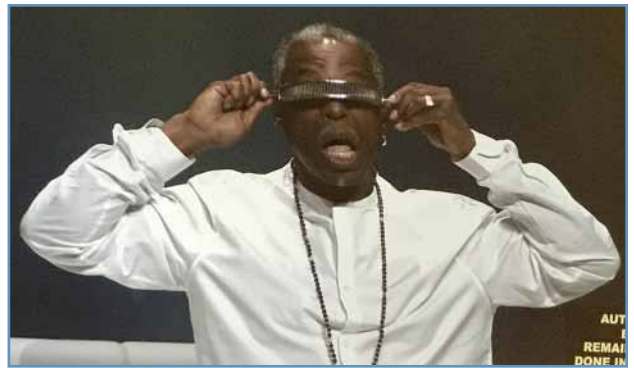
Bottom right: If you've seen this movie, you'll know why the headpiece looks so cheesy. It's deliberate.





Celebrity guests are a major part of this show, and there were a lot of them! Here are just a few examples.

Upper left: Brent Spiner confirmed that he is playing the character Data in the upcoming *Picard* series.



Upper right: LeVar Burton brought along his “visor” prop, as he says people keep asking him how he attached it to his head. He said he just screwed it on, and he demonstrated. He really does! During his Q&A, a fan was dressed as his Geordi LaForge character, had a service dog with him, and introduced himself as a blind engineer who had been inspired by LaForge to seek this career.

Burton was clearly moved by this. Michael Dorn was on stage with him, and both expressed great surprise at the idea that Patrick Stewart would ever return to the *Picard* role.

Right center, William Shatner always draws a huge crowd. We were told later that there were over 3000 people in the room for his talk.

Below, some of you will recognize Rick Sternbach, longtime expert model maker for many on-screen presentations. But the man with him is Douglas Trumbull. THE Douglas Trumbull. You may have seen his name in the credits for *2001: A Space Odyssey*, for his visual effects work. He’s still working, and had some truly amazing stories to tell! Modelers would want to listen to this man.

Bottom left, Nichelle Nichols (Uhura from the original series) is retiring from convention appearances, and is on her final tour. We will likely not see her again.

Bottom right: A surreal moment, at the *Star Trek: Picard* panel, as Jonathan Frakes and Jeri Ryan stepped out into the audience to watch the series trailer played on the large screen. The chair directly in front of me was open, and that’s



where he sat! You can see Jeri Ryan in the chair directly in front of him.





One of the more interesting items on display at the show was this product, a crate of wine from Chateau Picard. Trek fans know that is the name of the vineyard operated by Captain Picard's family, but what they *didn't* know is that there is an actual winery—In France, no less—by that name! It's about 100 years old, and has nothing to do with Star Trek. This is not a gimmick tie-in drink, a made-up libation like Romulan Ale or Klingon Blood Wine, this is a genuine product. You can order it now from here (<https://startrekwin.com>), along at least one other product that is being promoted as a tie-in.

On display in the Dealer Room was this motion-enabled four-person virtual reality Star Trek game, being demonstrated at no charge. There was usually a line of people awaiting their chance, as this thing moved around rather energetically. Sadly, there were no monitors attached to show us what the players were seeing. This game was developed for the Dave & Busters chain, so perhaps one will show up here in town ere long.





Speaking of the Dealer Room... There are many places in Las Vegas ready to separate you from your money, and this is one of them! A comprehensive list of what is sold in these places would be rather daunting in size, so I'll concentrate mainly on stuff of interest to modelers.

Here are two dealers presenting pre-built display models. They are all of excellent quality.



Next page: Accessorize!



Here we see some actual kits for sale, along with more accessories and goodies a clever modeler could use to really amp up a diorama or other display.







Top: Lots of goodies, not all from Star Trek. Why the F-14 and F-18 are there, I have no idea! Captain America's shield is there, as are some Star Wars products.

Center: Lots of kits, some quite old for the franchise (note the old AMT logos).

Right: Even a little love for *Babylon 5*!



Okay, let's get down to actual models, shall we?

This thing was about six feet long. It's entirely scratchbuilt, by a guy from Germany, who was there to answer questions and accept accolades for this amazing piece. According to signage, it's in 1/300 scale, and took 2100 hours to build out of more than 10,000 hand-shaped and handcrafted parts. The main materials were cardboard, polystyrene, foam panels, sweat, and tears. I can believe it! The main tools used in making it were a utility knife, ruler, pencil, and brushes. No computer-printed or otherwise prefabricated parts at all. It does not disassemble, so they had to ship it in a container whole, and hope for the best. From Germany. The builder told me the delivery truck was two hours late getting to Las Vegas, so they spent two hours in sheer terror, fearing the worst had happened.

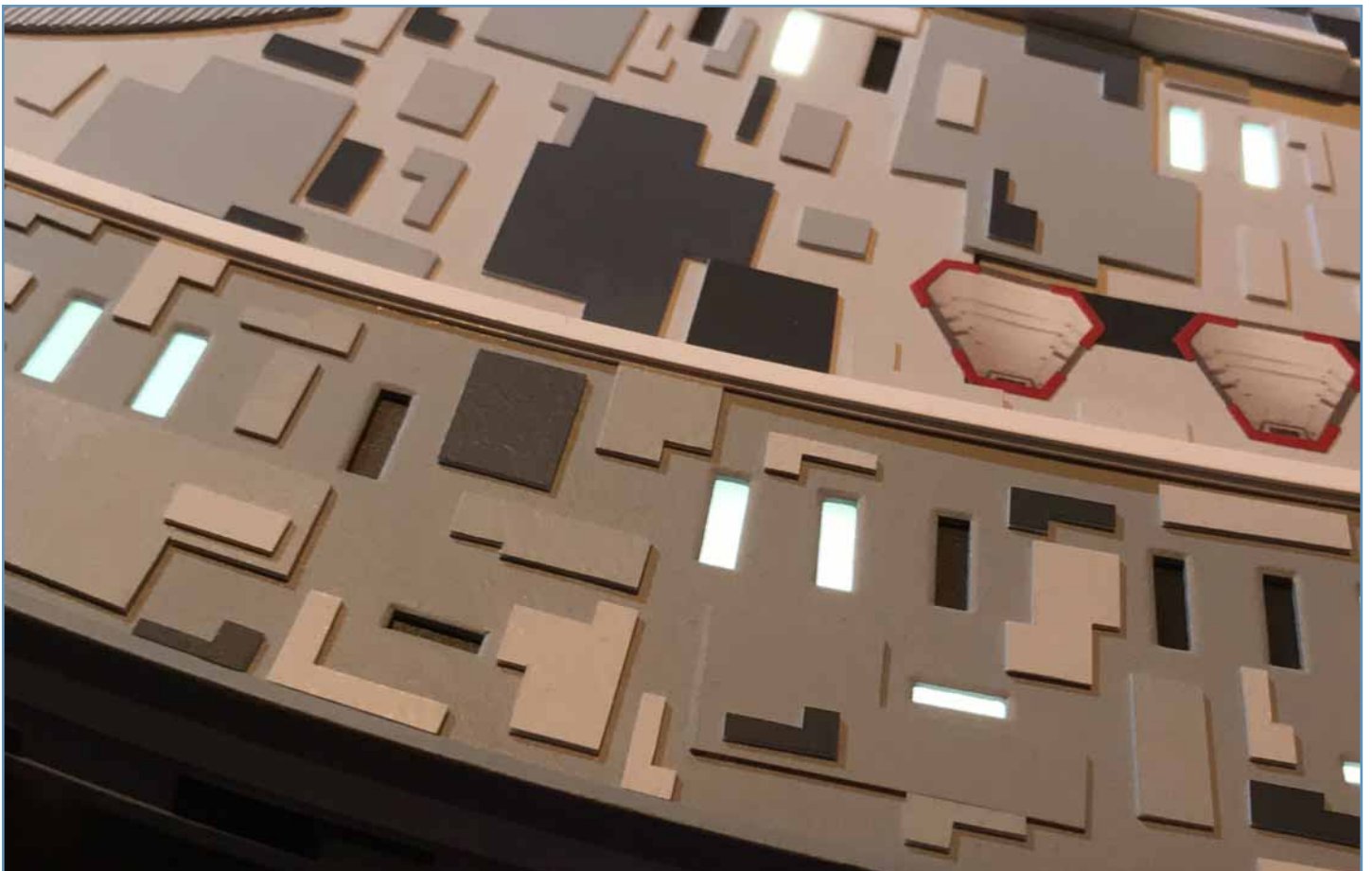


This was on continuous display in "Quark's Bar," the convention's concession/burger-of-death vendor, a very popular room through which virtually every attendee passed at some point. This model represents the *USS Enterprise* NCC-1701-E, Captain Picard's vessel for three movies.





As you can see, this model features a lot of highly-raised detail, whereas the ship on screen was depicted as being very smooth and even. Modeler's License! The lighting was excellent, the flashy lights flashed properly, and even the red sections at the forward end of the warp nacelles were correctly animated. He showed me how he pulled that off; I was in awe. I have a 20-second video pan of this monster, showing the attention to detail, the strobes, and the engine nacelle lights in action. Adding it to this PDF file would make the file quite huge, but you can view it by clicking here (<https://tinyurl.com/asm1909b>). Might want to mute the sound first—it's just crowd noise.



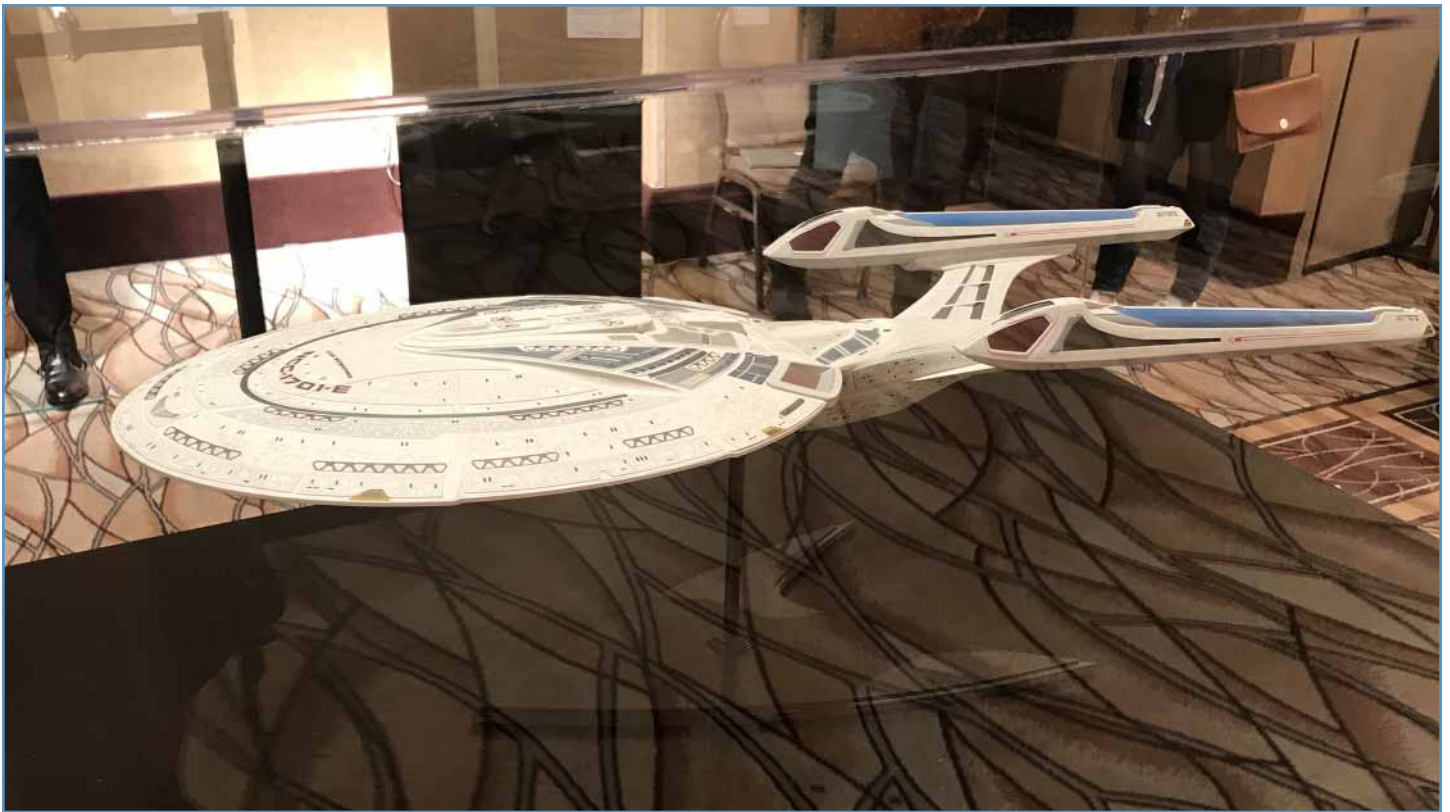
There was a special room at the convention containing the “Picard Museum.” This contained several artifacts and models representing the character’s history. Among the display were several highly-detailed models. I have no idea whether any or all of these appeared on screen; there was no indication.



Above: *USS Stargazer*, Picard’s command immediately prior to taking command of the *Enterprise-D*. This vessel type appears to have been created by kitbashing the old AMT/ERTL refit *Enterprise* kit, using components from at least two kits. The ship appeared in a couple of *ST:TNG* episodes.

Below: *USS Enterprise*, NCC-1701D, used during the entire *Star Trek: The Next Generation* series, along with their first movie (*Star Trek: Generations*).





Above: The *Enterprise-E*, as featured a couple of pages back. This vessel first appeared in *Star Trek: First Contact*, then *Star Trek: Insurrection*, and finally in *Star Trek: Nemesis*.

Below: The *Cousteau*, the Captain's Yacht normally kept aboard the *Enterprise-E*. It was featured prominently in the early part of *Star Trek: Insurrection*.





And, finally, this thing. This is Captain Pike's *Enterprise* as seen in *Star Trek Discovery*. This is a professionally-made (and it shows) display model, 35 inches long, with working lights and effects.

Like to take one home? It'll just set you back a paltry nine grand. Plus shipping. Details are available from the Anovos website (<https://tinyurl.com/asm1909c>).

I have a pan-across video of this too, available here (<https://tinyurl.com/asm1909d>). Note the animated nacelle caps. There are more videos on the Anovos site.

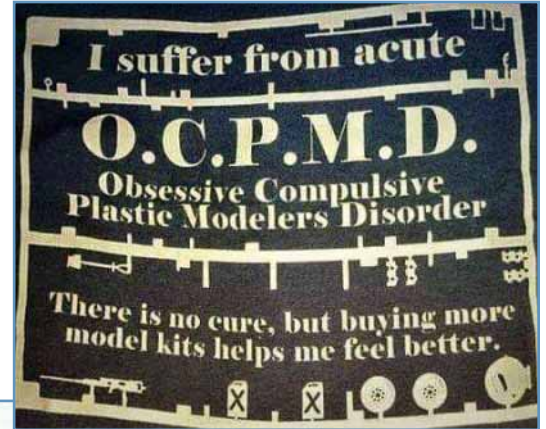
We always have a great time at these conventions, probably because we arrive *expecting* a good time and not looking for things to complain about. We get our money's worth every time! If you're interested in this subject in any way, this is the show to go to!

Next year's convention is scheduled for August 5 – 9, 2020. We'll be there!



BONUS PAGES! MISCELLANEOUS

Items on this page submitted by Brian Peck.



Left: Submitted by Frank Randall



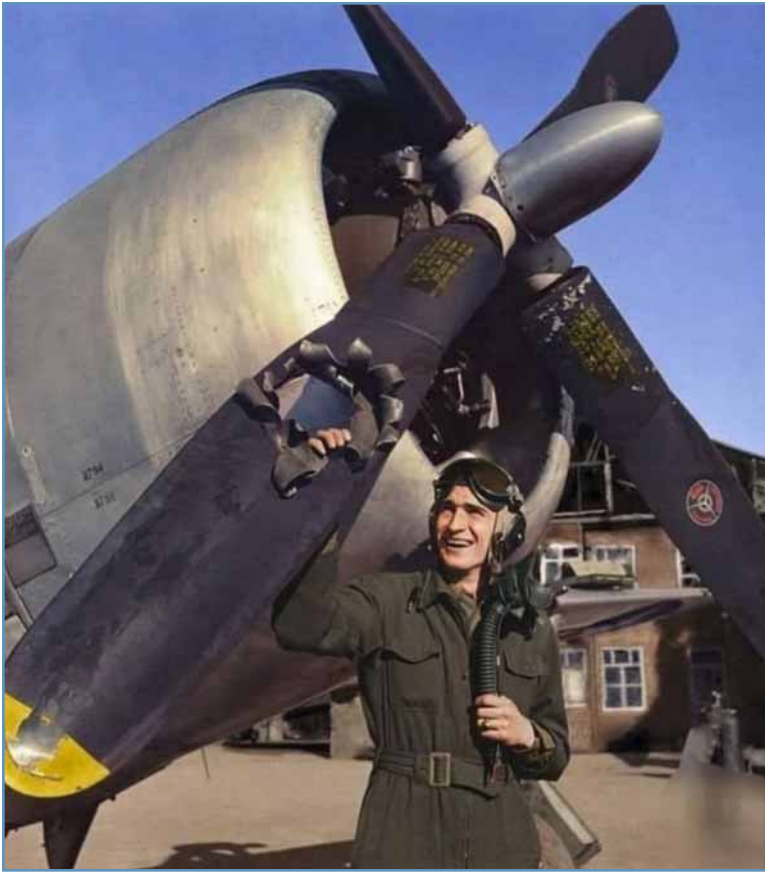
Children, no. Just one child and he's 68.

Be a Tank Commander, they said



It will be an adventure, they said





I want to have a Tiger

What other people think:



What I really mean:





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